[0081] Further, a motor drive circuit **39** for driving and controlling the stepping motors **49**L, **49**C, and **49**R, a hopper drive circuit **41** for driving and controlling the hopper **40**, an individual lamp drive circuit **45** for driving and controlling the various lamps, and an individual display unit drive circuit **48** for driving and controlling the various display units are connected to the output section of the CPU **31** through an I/O port **38**. Each of these drive circuits receives a control signal such as a drive command output from the CPU **31** and controls the operation of the corresponding actuator.

[0082] The main input signal generation means for generating an input signal required for generating a control command by the microcomputer **30** include a start switch **6**S, the 1-BET switch **11**, the 2-BET switch **12**, the MAX-BET switch **13**, the C/P switch **14**, an inserted medal sensor **22**S, a reel stop signal circuit **46**, a reel position detecting circuit **50**, and a payout completion signal circuit **51**. These are also connected to the CPU **31** through the I/O port **38**.

[0083] The start switch **6**S detects the player operating the start lever **6**. The inserted medal sensor **22**S detects a medal inserted to the medal insertion slot **22**. The reel stop signal circuit **46** generates a stop signal as the player operates each stop button **7**L, **7**C, **7**R. The reel position detecting circuit **50** receives a pulse signal from a reel rotation sensor and supplies a signal for detecting the position of each reel **3**L, **3**C, **3**R to the CPU **31**. The payout completion signal circuit **51** generates a signal for detecting completion of medal payout when the count of a medal detection unit **40**S (the number of medals payout from the hopper **40**) reaches the specified number of medals.

[0084] In the circuitry in **FIG. 11**, the random number generator **36** generates random numbers contained in a given numeric value range and the sampling circuit **37** samples one random number at the appropriate timing after the player starts the start lever **6**. The CPU **31** determines the internal winning combination based on the random number thus sampled and the probability lottery table stored in the ROM **32**. Therefore, the CPU **31** implements winning state determination means for determining the winning state of the game, namely, the internal winning combination by random number lottery.

[0085] After rotation of each of the reels **3**L, **3**C, and **3**R is started, the number of drive pulses supplied to each of the stepping motors **49**L, **49**C, and **49**R and the counts are written into a predetermined area of the RAM **33**. A reset pulse is obtained every revolution of the reel **3**L, **3**C, **3**R and the reset pulses are input to the CPU **31** through the reel position detecting circuit **50**. The drive pulse counts written in the RAM **33** are cleared to "0" according to the reset pulses thus obtained. Accordingly, the counts corresponding to the rotation positions of the reels **3**L, **3**C, and **3**R within the range of one revolution are stored in the RAM **33**.

[0086] A symbol table is stored in the ROM **32** to relate the rotation positions of the reels **3**L, **3**C, and **3**R and the symbols drawn on the outer peripheral surfaces of the reels to each other. In the symbol table, the code numbers given in sequence every given rotation pitch of each reel **3**L, **3**C, **3**R based on the rotation position where the reset pulse is generated and the symbol codes indicating the symbols provided in one-to-one correspondence with the code numbers are related to each other.

[0087] Further, a winning symbol combination table is stored in the ROM **32**. The winning symbol combination table lists the symbol combinations of winning games, the numbers of payout medals for the winning games, and the winning game determination codes representing the winning games in association with each other. The winning symbol combination table is referenced at the stop control time of the left reel **3**L, the center reel **3**C, the right reel **3**R and when the winning game is confirmed after all reels are stopped.

[0088] If the internal winning is accepted according to lottery processing based on the random number sampling (probability lottery processing), the CPU **31** sends the stop control signal of the reels **3**L, **3**C, and **3**R to the motor drive circuit **39** based on the operation signal sent from the reel stop signal circuit **46** at the timing at which the player operates the stop buttons **7**L, **7**C, and **7**R, and the selected stop control table. The CPU **31** functions as stop control means for performing stop control of the reels **3**L, **3**C, and **3**R.

[0089] When the player pushes the stop button **7**L, **7**C, **7**R, the stop control table is referenced and is used to determine the stop position of the reel.

[0090] Specifically, when the player pushes the stop button **7**L, **7**C, **7**R, the symbol positioned on the center line **8***c* on the reel corresponding to the operated stop button (specifically, the symbol whose center is positioned above the center line **8***c* and is nearest to the position of the center line **8***c*) is detected, the code number of the symbol (operation position) is collated with the stop control table, and the code number of the symbol to be stopped at the position of the center line **8***c* (stop position) is determined.

[0091] In the stop mode indicating completion of the win of internal winning combination, the CPU **31** supplies a payout command signal to the hopper drive circuit **41** for paying out a predetermined number of medals to the player from the hopper **40**.

[0092] At the time, the medal detection unit **40**S counts the number of medals payout from the hopper **40**. When the count reaches the specified number of medals, a medal payout completion signal is input to the CPU **31**, which then stops driving the hopper **40** through the hopper drive circuit **41** and terminates the medal payout processing.

[0093] **FIG. 12** shows the configuration of the sub-control circuit **72**. The sub-control circuit **72** performs display control of the liquid crystal display **5** and output control of sound from the speakers **21**L and **21**R based on the control commands from the main control circuit **71**. The sub-control circuit **72**, which is implemented on a separate circuit board from the circuit board implementing the main control circuit **71**, is made up of a microcomputer (sub-microcomputer) **73** as the main component, an image control circuit **81** as display control means of the liquid crystal display **5**, a sound source IC **78** for controlling sound output from the speakers **21**L and **21**R, and a power amplifier **79**.

[0094] The sub-microcomputer **73** includes a sub-CPU **74** for performing the control operation following a control command transmitted from the main control circuit **71**, program ROM **75** as a storage, and work RAM **76**. The signal from the main control circuit **71** to the sub-microcomputer **73** is input through an IN port **77**, and the signal to the image control circuit **81** is output through an OUT port **80**.